



CHOSEN OF THE STORYTELLER

CURATORS OF THE REALM'S CHRONICLES



HOME BREW

The Storyteller is ancient, curious and in need of Chosen. Will you be among those to help in the Storyteller's mission to collect every tale in the known realms, no matter where they are found?

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CHOSEN OF THE STORYTELLER

There's usually one in every camp, and in this one it's no different.

A cloaked figure in the firelight, her words telling of a hero hunting for an evil creature in order to save their village.

With gesture of the hand and a flash from her eyes, the flames and smoke of the fire begin to dance upwards and form figures. They chase each other following the words and acting out the tale, the people around enraptured with their dance.

As the telling comes to a close, the creature vanquished and the hero victorious, another flash from her eyes and the fire settles to a warm glow.

She turns, surveying the crowd and gifts a welcoming smile to an older man, she sweeps her arm offering the floor to him.

"Please, good Sir, a story for a story."

TELLING TALES

An ancient entity, who's sole aim is to discover and document all the stories of everyone in the realms is known as the Storyteller.

He finds people with their own tales, and encourages them into his service, entrusting them with abilities and power to search for, find and create even more stories for his archive.

As they discover more of the world, they open their minds to the possibilities depicted.

They gain skills and abilities that allow them to find even more. And the more stories they find the more they are able to do.

CLASS FEATURES

As a Chosen of the Storyteller, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Chosen of the Storyteller level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Chosen of the Storyteller level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Light simple weapons, Whip, Rapier

Tools: 1 Instrument of your choice, Calligrapher's Tools, Book Binder's Tools

Saving Throws: Dexterity, Charisma

Skills: Choose two from Arcana, History, Insight, Performance, Persuasion, Religion. Also choose any 1 other.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple melee weapon or (b) a simple ranged weapon
- (a) a whip or (b) a Rapier
- (a) a diplomat's pack or (b) a scholar's pack
- (a) a set of traveller's clothes or (b) Leather Armor

SPELLCASTING

You have been chosen to receive the gift of magical power to aid you in your search for the tales of the world.

Your Spells are part of your vast repertoire, magic that you can use to find your way.

CANTRIPS

You know two Cantrips of your choice from the Chosen of the Storyteller spell list.

You learn additional Chosen of the Storyteller Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Chosen of the Storyteller table.

In addition you know the Elemental Marionette Cantrip, this does not count towards your number of Cantrips Known as noted in the Chosen of the Storyteller table

SPELL SLOTS

The Chosen of the Storyteller table shows how many Spell Slots you have to cast your Spells of 1st level and higher. To cast one of these Spells, you must expend a slot of the spell's level or higher. You regain all expended Spell Slots when you finish a Long Rest.

For example, if you know the 1st-level spell Cure Wounds and have a 1st-level and a 2nd-level spell slot available, you can cast Cure Wounds using either slot.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level Spells of your choice from the Chosen of the Storyteller spell list.

The Spells Known column of the Chosen of the Storyteller table shows when you learn more Chosen of the Storyteller Spells of your choice.

Each of these Spells must be of a level for which you have Spell Slots. For instance, when you reach 3rd Level in this class, you can learn one new spell of 1st or 2nd Level.

Additionally, when you gain a level in this class, you can choose one of the Chosen of the Storyteller Spells you know and replace it with another spell from the Chosen of the Storyteller spell list, which also must be of a level for which you have Spell Slots.

CHOSEN OF THE STORYTELLER

Level	Proficiency	Plot	Features	Cantrips Known	Spells Known	— Spell Slots Per Spell Level —								
	Bonus	Points				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Narrative Path	2	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Dramatic Licence	2	4	3	—	—	—	—	—	—	—	—
3rd	+2	3	The Tome of the Storyteller, Dramatic Licence Option	2	5	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	3	6	4	3	—	—	—	—	—	—	—
5th	+3	5		3	7	4	3	2	—	—	—	—	—	—
6th	+3	6	Narrative Path Feature	3	8	4	3	3	—	—	—	—	—	—
7th	+3	7		3	9	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	3	10	4	3	3	2	—	—	—	—	—
9th	+4	9	Out Of The Blue	3	11	4	3	3	2	1	—	—	—	—
10th	+4	10	Dramatic Licence Option	3	12	4	3	3	2	1	—	—	—	—
11th	+4	11		4	13	4	3	3	2	1	1	—	—	—
12th	+4	12	Ability Score Improvement	4	13	4	3	3	2	1	1	—	—	—
13th	+5	13		4	14	4	3	3	2	1	1	1	—	—
14th	+5	14	Narrative Path Feature	4	14	4	3	3	2	1	1	1	—	—
15th	+5	15		4	15	4	3	3	2	1	1	1	1	—
16th	+5	16	Ability Score Improvement	4	15	4	3	3	2	1	1	1	1	—
17th	+6	17	Dramatic Licence Option	4	16	4	3	3	2	1	1	1	1	1
18th	+6	18	Narrative Path Feature	4	16	4	3	3	3	1	1	1	1	1
19th	+6	19	Ability Score Improvement	4	16	4	3	3	3	2	2	1	1	1
20th	+6	20	Deus Ex Machina	4	16	4	3	3	3	2	2	2	1	1

SPELLCASTING ABILITY

Charisma is your Spellcasting Ability for your Chosen of the Storyteller Spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your Spellcasting Ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when Making an Attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

RITUAL CASTING

You can cast any Chosen of the Storyteller spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus (see “Equipment”) or a Tome of the Storyteller as a Spellcasting focus for your Chosen of the Storyteller Spells.

NARRATIVE PATH

Choose your narrative path, the focus of your search for the Storyteller’s repository of tales.

Will you find the hopes and fears hidden in Childrens Fairy-Tales as a Fable Weaver? Will you explore legends as a Myth Walker? Will you explore the stories in peoples heads as Dream Wielder? Or will you delve for the most secret stories as a Binder of Whispers?

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

DRAMATIC LICENSE

At 2nd level, the Storyteller allows you the ability to make small nudges in the path of the Story. This comes in the form of plot points, which allow you to create a variety of effects.

PLOT POINTS

You have 2 Plot points, and you gain more as you reach higher levels.

The number of plot points you have are shown in the Plot Points column of the Chosen of the Storyteller table. You can never have more plot Points than shown on the table for your level. You regain all spent Plot Points when you finish a long rest.

You learn other ways to use your Plot Points as you reach higher levels.

CONVERTING A SPELL SLOT TO PLOT POINTS

As a Bonus Action on Your Turn, you can expend one spell slot up to 3rd level and gain a number of plot points equal to the slot’s level.

While you have up to 10 levels in this class, once you have used this ability 2 times, you cannot use it again until you have completed a long rest.

While you have more than 10 levels in this class, once you have used this ability 3 times, you cannot use it again until you have completed a long rest.

PLOT TWIST

You can give others an edge by gifting some of the Storytellers power to them.

To do so, you use 2 Plot Points and, as a Bonus Action during Your Turn, you choose one creature other than yourself within 60 feet of you, who you can see. That creature gains one Plot Twist die, a d6.

Once, within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes. The creature can wait until after it rolls The D20 before deciding to use the Plot Twist die, but must decide before the DM says whether the roll succeeds or fails.

Once the Plot Twist die is rolled, it is lost. A creature can have only one Plot Twist die at a time.

TOME OF THE STORYTELLER

At 3rd Level The Storyteller gifts you their Tome, a magical book that is linked to all those of the Chosen, and the Storyteller's own archive. Any stories you discover appear in the Tome and thus into the archive of your benefactor.

The Tome of the Storyteller may be used as a spellcasting focus for your Chosen of the Storyteller spells.

If you lose your Tome of The Storyteller, you can spend 1 hour in contemplation to have it fade from existence wherever it is and return to you. This hour of contemplation can be performed during a short or Long Rest. When you die The Tome returns to the Storyteller.

Access to the Tome also gives you access to further methods of Dramatic Licence using your Plot Points.

You gain two of the following Dramatic Licence Options of your choice. You gain another one at 10th and 17th level.

You can use only one Dramatic Licence option on a spell when you cast it, unless otherwise noted.

DRAMATIC LICENCE OPTIONS

MIRACULOUS ESCAPE

When you Cast a Spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force.

To do so, you spend 1 Plot Point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

LEGENDARY SKILL

When you Cast a Spell that has a range of 5 feet or greater, you can spend 1 Plot Point to double the range of the spell.

When you Cast a Spell that has a range of touch, you can spend 1 Plot Point to make the range of the spell 30 feet.

HEROIC SURGE

When you roll damage for a spell, you can spend 1 Plot Point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Heroic Surge even if you have already used a different Creative Licence option during the casting of the spell.

HOLDING THE LINE

When you Cast a Spell that has a Duration of 1 minute or longer, you can spend 1 Plot Point to double its Duration, to a maximum Duration of 24 hours.

OVERPOWERING FORCE

When you Cast a Spell that forces a creature to make a saving throw to resist its Effects, you can spend 3 Plot Points to give one target of the spell disadvantage on its first saving throw made against the spell.

THE NICK OF TIME

When you Cast a Spell that has a Casting Time of 1 action, you can spend 2 Plot Points to change the Casting Time to 1 Bonus Action for this casting.

CLANDESTINE CASTING

When you Cast a Spell, you can spend 1 Plot Point to cast it without any somatic or verbal Components.

DOUBLE TROUBLE

When you Cast a Spell that Targets only one creature and doesn't have a range of self, you can spend a number of Plot Points equal to the spell's level to target a second creature in range with the same spell (1 plot point for a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, Magic Missile & Scorching Ray aren't eligible, but Ray of Frost is.



ABILITY SCORE IMPROVEMENT

When you reach 4th Level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

OUT OF THE BLUE

Starting at 9th level, the Storyteller gives you the power alter your own story further.

When you make an ability check or a saving throw, you can use this feature to add a d6 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

Once you use this feature, you can't use it again until you finish a short or long rest.

DEUS EX MACHINA

At 20th Level you can call upon the Storyteller to intervene in the path of the story to change it in your favour in a miraculous fashion.

You take an action to focus on your Tome while describing the assistance you seek. The book opens and the Storyteller's influence flows through it.

The DM chooses the nature the Influence, the effect of any spells or Chosen of the Storyteller abilities remains appropriate.

Once use this feature, you cannot use it again for 7 days.



NARRATIVE PATHS

The mission of the Storyteller is to know and archive all the stories across the realms. Their Chosen will step down paths that allow them to focus on ways to search out and defend this knowledge, while also ensuring to live their own tale to the fullest.

FABLE WEAVER

Fairy-Tales are told to children as a way of exploring their hopes and fears. As a Weaver you know these tales and their secrets inside out, able to use their power, and their innate duality, to aid in your mission.

DREAM OR NIGHTMARE

Starting at 1st level, the Storyteller bestows upon you the ability to project an aura of fear or hope. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your Chosen of the Storyteller spell save DC. The creatures that fail their saving throws are subject to the effect you have chosen until the end of your next turn.

Dream: The aura fills creatures with hope, granting advantage on saving throws against being frightened and advantage on ability checks and saving throws to end an effect that charmed them.

Nightmare: The aura instils creatures with fear, imposing disadvantage on saving throws against being frightened and disadvantage on ability checks and saving throws to end an effect that charmed them.

Once you use either Dream or Nightmare, you can't use the Dream or Nightmare feature again until you finish a short or long rest.

TWILIGHT OR DAWN

At 6th level, your Tome allows you to become a conduit for a portion of the light and darkness found in the tales that are the focus of your path. During each long or short rest, you can choose to embrace the warmth of hope or take on a protective shell of fear.

Twilight: You become resistant to necrotic damage, and while resistant to necrotic damage, whenever you cast a spell that causes cold or necrotic damage, you can add your Charisma modifier to one damage roll against one target per round.

Dawn: You become resistant to radiant damage, and while resistant to radiant damage, whenever you cast a spell that causes fire or radiant damage, you can add your Charisma modifier to one damage roll against one target per round.

You can switch between these resistances at the end of a short or long rest.

TALEWEAVER'S RESPITE

At 14th level, you can tap into the stories within your Tome to provide respite and aid to yourself and your allies, or to inflict turmoil and hindrance upon your enemies. As an action, you can choose one of the following effects:

Respite: You and any number of willing creatures of your choice within 30 feet of you gain temporary hit points equal to your Charisma modifier + your Chosen of the Storyteller level. Additionally, any ongoing charm or fear effects on you and the chosen creatures are immediately ended.

Turbulence: Choose one creature you can see within 60 feet of you. The target must make a Wisdom saving throw against your Chosen of the Storyteller spell save DC. On a failed save, the target is frightened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once you use either Respite or Turbulence, you can't use Taleweaver's Respite again until you finish a short or long rest.

HARMONY IN DUALITY

At 18th level, you transcend the need to choose between the effects of your Chosen of the Storyteller abilities. You gain the ability to use both effects simultaneously. When using your Dream or Nightmare aura, creatures affected by your aura are subject to both the charm and fright effects.

With Harmony in Duality, you exemplify the balance between hope and fear. By uniting the positive and negative aspects of your abilities, you possess unparalleled control over the hopes and fears of those around you, solidifying your position as a master of the Fable Weaver path.

MYTH WALKER

All Myths and Legends have a basis in real tales and you have chosen the path to unearth them. In finding the origins of these ancient entities you also find their favour and perhaps even a sliver of their power. If you were to call upon their spirits and techniques, they may even answer.

SHADOWS OF THE PAST

At 1st level, your connection to the ancient legends is established, allowing you to call upon their shadows to aid you in battle. As an action, you can manifest a number of shadows drawn from the souls of heroes.

The number of shadows is equal to your Charisma modifier (minimum of 1) plus your proficiency bonus. These shadows provide a shield for your hit points. The shadows last up to 10 Minutes before dispersing.

When you are hit by an attack or effect after these shadows manifest, the damage of the attack or effect is reduced by the number of shadows you have remaining.

If the damage is less than the number of shadows, the damage is reduced to zero, and the remaining shadows will be used to reduce the next damage taken, and so on.

You may use this ability a number of times equal to your Charisma modifier (minimum of 1) per long rest.

LEGENDARY AVATAR

From 6th level you gain the ability to summon a legendary avatar. In order to do this you must concentrate on your tome for 1 minute and will the Avatar into existence. Should your avatar be destroyed it returns to the pages of your Tome and can be summoned again after you have completed a long rest.

You create a blank avatar slate which is intangible. It is also invisible to everyone except those you choose to allow to see it, until you infuse the avatar with a Legendary presence. The avatar is friendly to you and will follow your commands. While in its blank avatar state form, your avatar has your movement speed, is immune to non magical slashing, piercing, bludgeoning attacks and is resistant to all other forms of attack. It cannot speak, or communicate and it has 10 hit points. Avatars do not need to eat sleep or drink even when infused.

As an Action, you can use plot points to infuse your Avatar with the heroic presence of a legendary figure to give it form for 1 hour. The number of Plot points required is listed on each Avatar Infusion. Once you have chosen a form it remains in that form for the full hour. At the end of the hour you can choose to spend the required number of plot points to continue the infusion, spend the required number of plot points to change the avatar form with a new infusion or allow the infusion to fade leaving the blank avatar slate.

You may use a free action to disperse the infusion before the end of the hour. When the infusion is dispersed, you have the choice to allow the avatar to return to its blank slate form or you can spend an action and the required points to reinfuse the avatar with a new form.

AVATAR INFUSIONS

THE MOUNT

The mount infusion can take different forms. (See Mount Avatar Stats in Appendix 1)

You can infuse the Avatar to become:

- A **Riding Horse**, complete with a riding saddle. **This infusion will flee from combat and hide** Cost: 1 Plot Point
- A **War Horse**, complete with riding saddle. Cost: 3 Plot Points
- A **Giant Owl** complete with exotic saddle. You will need to successfully train for 2 full days with this form before you will be able to ride. Cost: 3 Plot Points
- A **Dire Wolf** complete with exotic saddle. You will need to successfully train for 3 full days with this form before you will be able to ride. Cost: 4 Plot Points

Note, as these creatures will be forms of your avatar, they will actively be helping you to ride them. Successssfully training for these creatures does not grant you proficiency in riding wild or trained creatures of these types.

Unless it's stated that the infusion will flee from combat, it shares your initiative count, but it takes its turn immediately after yours.

It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

THE ASSISTANT

When infused with the Assistant presence, the Avatar manifests as a skilled aide of a humanoid race of your choice.

They can speak, read and understand any language known by those whom it is tasked to assist.

This infusion is imbued with knowledge and skills sufficient to give advantage on skill checks when performing rites, rituals or ceremonies, crafting, scribing, enchanting, constructing, researching on training in a skill or profession.

Note: **An avatar infused as an Assistant will flee from combat and hide.**

Cost: 2 Plot Points

THE BODYGUARD

The avatar takes on the attributes of fearless warriors from legend. The avatar, once infused, is equipped with armour, dagger, sling, shortsword and longbow with a quiver on 20 arrows. (See Warrior Avatar Stats in Appendix 1).

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours.

It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Cost: 5 Plot Points

THE ELEMENTAL

You infuse the avatar with the presence of some of the oldest legendary figures, the elementals.

When you perform the infusion choose an element: Air, Earth, Fire, or Water. Your Avatar is wreathed in the chosen element, which determines certain traits in its stat block. (See Elemental Avatar Stats in Appendix 1)

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours.

It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Cost: 8 Plot Points

LOST IN THE STORY

At 14th Level your link to the Legendary figures strengthens to the point where you can merge your essence with them.

While your avatar is within 30 feet, you take an action to call it to you and merge with it. Upon merging, you gain their physical characteristics. (Strength, Dexterity, Constitution, Speed, Damage resistances, immunities, proficiencies and the ability to do their attacks) Your retain your own Charisma, Wisdom and Intelligence.

Their remaining hitpoints then become a shield to your own. When you are hit by an attack or effect the damage reduced by the avatar's hitpoints. If the damage is less than the avatars hitpoints then the damage is reduced to zero and the remaining hitpoints will be used to reduce the next damage taken, and so on.

When the avatars hitpoints reach zero then the avatar returns to the pages of your Tome and can be summoned again after you have completed a long rest. You then revert back to your own physical characteristics.

THE NOBLE SACRIFICE

At 18th Level your link to the Storyteller is strengthens to the point that your Avatars can make the ultimate sacrifice to aid you.

On your avatar's turn during combat, when your avatar is in Bodyguard or Elemental infusion, you can choose a space within a 100 foot radius of your avatar and choose either Salvation or Distruction. Your avatar appears in the space

Your avatar teleports to that point and discharges all of their Storyteller given energy in one action effecting a sphere with a radius of 30 feet.

If you chose Salvation, then each creature within the sphere is healed by 9d10 hit-points. If you chose Distruction, then each creature within the sphere makes a dexterity saving throw. It takes 9d10 hit-points radiant damage on a failed save, or half as much on a successful one.

DREAM WIELDER

Dreams blur the lines between waking reality and fantasy. As a weilder of dreams you can understand their innate complexity, bending the world around you, manipulating perceptions, confounding enemy and eventually using their own nightmares against them.

VEIL OF DREAMS

Starting at 1st level, you can create illusions that seem so real they can momentarily influence reality.

As an action, you can create an illusion of your choice within a 30-foot range. The illusion lasts for 1 minute and can be up to a 10-foot cube. Creatures interacting with the illusion must make an Intelligence saving throw against your Chosen of the Storyteller spell save DC.

On a failed save, they believe the illusion is real until they take damage or take an action to examine it. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all uses after a short or long rest.



WAKING NIGHTMARE

At 6th level, your ability to weave dreams and reality strengthens.

When you cast an illusion spell, you can choose one creature within 60 feet that can see the illusion. The creature must make a Wisdom saving throw against your Chosen of the Storyteller spell save DC. On a failed save, the creature is frightened by the illusion for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LUCID DREAMING

At 14th level, you gain the ability to temporarily make your dreams a reality.

As an action, you can cast Major Image without expending a spell slot. The illusion created by this spell is semi-corporeal, and creatures that perceive the illusion must make a Wisdom saving throw against your Chosen of the Storyteller spell save DC. On a failed save, the illusion can deal damage as if it were real (3d6 damage of a type appropriate to the illusion).

Once you use this feature, you cannot use it again until you finish a short or long rest.

DREAM MASTERY

At 18th level, your mastery over dreams and illusions becomes unparalleled. You can now maintain concentration on two illusion spells simultaneously.

Additionally, when you cast an illusion spell that requires concentration, you can make it permanent. You can have only one permanent illusion at a time, and you can dismiss it as a bonus action.

BINDER OF WHISPERS

Many stories are long buried, forgotten or deliberately hidden.

The Binder of Whispers focuses on locating and securing the most secret of tales.

They move in shadows, able to access places that are considered impossible to reach. They are masters of espionage and secrecy, wielding hidden knowledge as their greatest weapon.

SHADOW'S EMBRACE

Starting at 1st level, choose one of the following skills and gain proficiency in it. Stealth, Slight Of Hand, Investigation.

Additionally, you gain Proficiency in Thieves' Tools.

You can attempt to hide even when you are only lightly obscured from the creature from which you are hiding.

You gain the ability to see in Non-Magical Darkness up to 50 feet.

WHISPERED SECRETS

At 6th level, you can listen to the whispers of shadows and uncover hidden truths.

As an action, you can choose one of the following effects:

1. You may cast Detect Thoughts without expending a spell slot. When you do so, you can probe deeper without the target knowing, unless they succeed on a Wisdom saving throw against your Chosen of the Storyteller spell save DC.
2. You can choose to ask one question into a nearby shadow; the answer will be a truthful whisper echoing from the shadows, provided the answer is known within the vicinity (1 mile).

Once you use this feature, you cannot use it again until you finish a short or long rest.

VEIL OF SILENCE

At 14th level, you can envelop yourself and your allies in a cloak of silence.

As an action, you can create a 20-foot radius sphere of silence centered on you for 10 minutes.

While within this sphere, you and any number of creatures you choose are invisible and silent. Attacking or casting a spell will break the invisibility for that creature. This silence does not impede spellcasting for you or your chosen allies.

Once you use this feature, you cannot use it again until you finish a short or long rest.

MASTER OF SHADOWS

At 18th level, you become one with the shadows.

You can move through solid objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside an object.

Additionally, when you are in an area of dim light or darkness, you can use a bonus action to become invisible until you move, take an action or reaction.

APPENDIX

APPENDIX 1

SPELLS

DETECT CURSE

2nd Level Divination Spell (Ritual)

- **Casting Time:** 1 minute
- **Range:** Touch with incense stick
- **Target** One object which you must touch with incense stick throughout the casting of the spell.
- **Components:** V, S, M (*Required:* 1 unlit incense stick (which the spell consumes) and a Diamond worth at least 100 Gold. *Optional:* 1 Cursed Item)
- **Duration:** Instantaneous
- **Classes:** Wizard, Cleric, Bard, Chosen of The Storyteller

Choose one object which you must touch with incense stick throughout the casting of the spell.

If the object is cursed, has a negative effect or will compel an imposed behavior or attachment, the diamond will take on a red sheen. Otherwise the diamond will take on a blue sheen.

If this spell is cast on a non-magical item, the diamond will also take on a blue sheen.

If the diamond turns red, the caster may choose to take an action to make a spell check using their spellcasting ability modifier vs a DC 20 to find out more detail about the effects. On a success the DM will provide the stat, skill, or ability which is affected, and/or a general description of the general behavior which will be induced (i.e. "this item will induce an unusual obsession")

If the caster has a cursed item which they are using as a material component for this spell, they get an additional +2 to the spell check.

Once the spell and check (if the check is performed) has completed, the incense stick will light itself and must be allowed to burn to its end, if it is extinguished early, the caster suffers 1D6 psychic damage.

At Higher Levels. If cast at level 4 this spell may target a creature that you must touch with incense stick throughout the casting of the spell.

DREAM BIND

5th Level Illusion

- **Casting Time:** 1 action
- **Range:** 60 ft
- **Components:** V, S, M (a strand of spider silk)
- **Duration:** Concentration, up to 1 minute
- **Classes:** Chosen of The Storyteller

You bind a creature within range with the power of dreams, causing it to be restrained by ethereal chains.

The target must make a Wisdom saving throw. On a failed save, the creature is restrained and takes 5d8 psychic damage. On a successful save, the creature takes half damage and is not restrained.

The restrained creature can make another Wisdom saving throw at the end of each of its turns, ending the effect on a success.

DREAMSCAPE

7th Level Illusion Spell (Ritual)

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S, M (a piece of dreamcatcher)
- **Duration:** Concentration, up to 10 minutes
- **Classes:** Chosen of The Storyteller

You create an illusory world within a 60-foot cube centered on a point within range. The area becomes a landscape of your choice, filled with illusory creatures, structures, and other elements.

Creatures within the area must make an Intelligence saving throw against your spell save DC. On a failed save, they believe the environment is real and react accordingly. They take 5d10 psychic damage if they interact with the illusions in a harmful manner (such as attempting to walk through fire or off a cliff). On a successful save, they see through the illusion but still perceive it as semi-transparent.

ELEMENTAL MARIONETTE

Cantrip evocation

- **Casting Time:** 1 action
- **Range:** 20 feet
- **Components:** V, S
- **Duration:** Concentration, up to 10 minutes
- **Classes:** Chosen of The Storyteller

As you begin to narrate a tale, you can control flames, water, air, dust, soil and small pebbles to act out the story. As soon as you take control of these elements you can combine them, change their states (water to ice/steam, flame to sparks/embers etc). When you reach the end of the duration you can recast the spell without interruption as long as you are continuing the tale.

When the spell ends or is dismissed the elements under control return to their original positions and original state.

GUARDIAN FOLK

3rd Level Evocation

- **Casting Time:** 1 action
- **Range:** Self (15 ft Sphere)
- **Components:** V, S, M (Tome of the Storyteller)
- **Duration:** Concentration, up to 10 minutes
- **Classes:** Chosen of The Storyteller

You call forth shades of characters from the Tome of the Storyteller to protect you. They float around you to a distance of 15 feet for the duration.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 force damage. On a successful save, the creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

WHISPERING PHANTOMS

6th Level Illusion

- **Casting Time:** 1 action
- **Range:** 60 ft
- **Components:** V, S, M (a drop of ink)
- **Duration:** Concentration, up to 1 hour
- **Classes:** Chosen of The Storyteller

You summon phantom voices that whisper secrets and lies into the minds of your enemies.

Choose up to three creatures within range. Each target must make a Wisdom saving throw. On a failed save, a target is charmed by you and obeys your whispered commands. On a successful save, the creature takes 4d10 psychic damage and is not charmed.

Charmed creatures can make a Wisdom saving throw at the end of each of their turns, ending the effect on a success.

WHISPERING SHADOWS

4th Level Enchantment

- **Casting Time:** 1 action
- **Range:** 60 ft
- **Components:** V, S, M (a black feather)
- **Duration:** Concentration, up to 10 hour
- **Classes:** Chosen of The Storyteller

You call forth whispers from the shadows to guide and protect you and your allies. Choose up to five creatures within range.

For the duration, each chosen creature gains a +10 bonus to Stealth checks and can understand and speak any language known to you.

Additionally, the whispers warn of danger, granting the chosen creatures advantage on Wisdom (Perception) checks.

APPENDIX 2 - SPELL LIST

CHOSEN OF THE STORYTELLER

CANTRIPS (0 LEVEL)

Control Flames
Create Bonfire
Dancing Lights
Elemental Marionette
Friends
Light
Mage Hand
Message
Minor Illusion
Mold earth
Prestidigitation
Vicious Mockery

1ST LEVEL

Bane
Catapult
Charm Person
Comprehend Languages
Cure Wounds
Detect Magic
Disguise Self
Dissonant Whispers
Faerie Fire
Guiding Bolt
Healing Word
Heroism
Hideous Laughter
Identify
Illusory Script
Magic Missile
Silent Image
Sleep
Speak with Animals

2ND LEVEL

Aid
Alter self
Animal Messenger
Calm Emotions
Detect Thoughts
Detect Curse
Dragons Breath
Enhance Ability
Enthrall
Hold Person
Invisibility
Knock
Lesser Restoration
Locate Animals or Plants
Locate Object
Phatasmal force
See Invisibility
Shatter
Zone of Truth

3RD LEVEL

Clairvoyance
Dispel Magic
Fear
Guardian Folk
Hypnotic Pattern
Major Image
Mass Healing Word
Nondetection
Sending
Speak with Dead
Speak with Plants
Tiny Hut
Tongues
Water Breathing

4TH LEVEL

Arcane Eye
Compulsion
Confusion
Dimension Door
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Phatasmal killer
Polymorph

5TH LEVEL

Animate Objects
Awaken
Bigby's Hand
Dream
Dream Bind
Greater Restoration
Hold Monster
Legend Lore
Mass Cure Wounds
Modify Memory
Planar Binding
Scrying
Seeming
Teleportation Circle

6TH LEVEL

Eyebite
Find the Path
Heroes Feast
Irresistible Dance
Programmed Illusion
True Seeing
Whispering Phantoms

7TH LEVEL

Etherealness
Magnificent Mansion
Mirage Arcane
Project Image
Regenerate
Symbol
Teleport
Whispering Shadows

8TH LEVEL

Illusory dragon
Feeblemind
Glibness
Mind Blank
Power Word Stun

9TH LEVEL

Foresight
Weird
Wish

APPENDIX 3

MOUNT

RIDING HORSE

Large beast, unaligned

- **Armor Class** 10 (Natural Armor)
- **Hit Points** 13 (2d10 + 2)
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

- **Senses** passive Perception 10
- **Challenge** 1/4 (50 XP)

ACTIONS

Flee

This mount will take its entire turn to flee from combat and hide

WAR HORSE

Large beast, unaligned

- **Armor Class** 11 (Natural Armor)
- **Hit Points** 19 (3d10 + 2)
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

- **Senses** passive Perception 11
- **Challenge** 1/2 (100 XP)

Trampling Charge

If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 4 (2d6 + 4) bludgeoning damage.

GIANT OWL

Large beast, neutral

- **Armor Class** 12 (Natural Armor)
- **Hit Points** 19 (3d10 + 3)
- **Speed** 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-8)	13 (+1)	10 (+0)

- **Skills** Perception +5, Stealth +4
- **Senses** Darkvision 120 Ft., passive Perception 15
- **Challenge** 1/4 (50 XP)

Flyby

The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight

The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 7 (2d6 + 1) slashing damage.

DIRE WOLF

Large beast, neutral

- **Armor Class** 14 (Natural Armor)
- **Hit Points** 37 (5d10 + 10)
- **Speed** 50 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

- **Skills** Perception +3, Stealth +4
- **Senses** passive Perception 13
- **Challenge** 1 (200 XP)

Keen Hearing and Smell

The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics

The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone

BODYGUARD

BODYGUARD

Medium humanoid

- **Armor Class** 16 (Natural Armor)
- **Hit Points** 40 + Chosen of the Storyteller Level
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	14(+2)	10(+0)	12(+1)	10(+0)

- **Proficiency Bonus** equals Proficiency bonus of Chosen of the Storyteller
- **Saving Throw Proficiencies** Constitution, Strength
- **Skill Proficiencies** Athletics, Perception, Survival
- **Senses** Perception 14
- **Languages** All those known by Chosen of the Storyteller
- **Condition Immunities** charmed

Pack Tactics

The bodyguard has advantage on an attack roll against a creature if at least one of the bodyguard's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Bloodied Frenzy

The bodyguard deals an extra 1d8 damage on attacks when reduced to half its Hit Points or fewer.

ACTIONS

Multiattack. The Bodyguard makes a number of attacks equal to a fifth of your Chosen of the Storyteller Level (rounded down - minimum of 1).

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 3) Piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit* 4 (1d4 + 2) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit* 7 (1d8 + 2) Piercing damage.

ELEMENTAL

ELEMENTAL

Medium Elemental

- **Armor Class** 17 (Natural Armor)
- **Hit Points** 55 + Chosen of the Storyteller Level
- **Speed** 40 ft.;
Burrow 40 ft. (Earth only);
Fly 40 ft. (Hover) (Air only);
Swim 40 ft. (Water only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	4 (-3)	10 (+0)	16 (+3)

- **Damage Resistances** acid (Water only); lightning and thunder (Air only); piercing and slashing (Earth only)
- **Damage Immunities** poison; fire (Fire only)
- **Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious, charmed
- **Senses** darkvision 60 ft., passive Perception 10
- **Proficiency Bonus** equals bonus of Chosen of the Storyteller

Amorphous Form (Air, Fire, and Water Only).

The elemental can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes a number of attacks equal to a fifth of your Chosen of the Storyteller Level (rounded down - minimum of 1).

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 11 1d10 + 6 bludgeoning damage (Air, Earth, and Water only) or fire damage (Fire only).

CHOSEN OF THE STORYTELLER

Every where you look there is a story, a tale of woe or a legend being born. And the Storyteller wants to know them all.

Little is known of the Storyteller and his agents, only that their search is relentless. At times you would never know they are there, at others, they weave themselves into the tapestry of the tale.

Experience the life of a collector and teller of stories and the wonder they bring. This class is fully fleshed out and comes complete with 4 full subclasses (see Narrative Paths) and additional spells. If your looking for a versatile class you can do anything with, you may have been chosen by the Storyteller.

For use with 5e Dungeons and Dragons and any compatible ruleset.

Play the best game of your life!



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